CAPCOM®

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CAPCOM®

MEGA MAN 5.

INSTRUCTION MANUAL

Ⓣ

A Special Message From CAPCOM

Thank you for selecting **Mega Man 5™** the latest addition to Capcom's library of titles. Following such hits as **Mega Man 4™** and **Gargoyles Quest II™**. **Mega Man 5™** continues the tradition of action-packed family oriented games for the Nintendo Entertainment System.

Mega man 5™ features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM U.S.A.

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Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your Mega Man 5™ Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Insert your **MEGA MAN 5**™ Game Pak into your Nintendo Entertainment System and turn it on.
2. Watch the story screens to see the kidnapping of Dr. Light or press the **START** button to skip to the title screen.
3. At the title screen, you can choose to begin a new game or use a password to continue a previous game.

   To begin a new game, move the arrow next to PRESS START, then press the **START** button on your control pad.

   To continue a previous game, see the *Using Your Password* section later in this manual.
4. When the next screen appears, you will see mug shots of eight of Protoman's robotic creations. Use the control pad to highlight the robot you wish to battle and press the **A** button to start the action!
5. To end the game at any time, simply turn off your Nintendo Entertainment System and remove your Game Pak.

BROTHER AGAINST BROTHER!

"Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!"

"Protoman has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before."

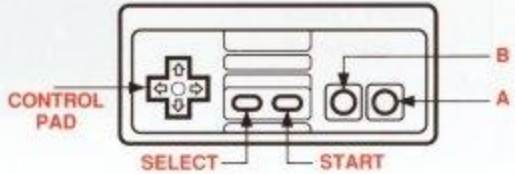
"I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Protoman's robots. I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I had been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge."

"Remember to watch your back Mega Man. Protoman seems to have become more ruthless than we had thought possible. Good Luck."

"Cossack out!"

CONTROLLING MEGA MAN

Move right or left	Press the control pad **right** or **left**.
Charge the Mega Buster	Press and hold the **B** button. (Only works when the normal cannon is selected.)
Fire a weapon	Press the **B** button.
Jump	Press the **A** button.
Slide	Press down on the control pad and hit the **A** button. Mega Man will slide in the direction he is facing.
See the status screen	Press the **START** button.



ATTACK OF THE CYBERNETIC SOLDIERS!

The dark shadows of Protoman's eight robots now cover the city. Each of these cybernetic soldiers have surrounded themselves with wave after wave of mindless metal munchkins who are just waiting to pound Mega Man! It's up to you to run, jump and climb past death-dealing robots and metallic maniacs to get into the robot master's inner sanctum. Once you arrive, you'll dig in and stand toe-to-toe against his awesome attacks! Pummel him with the power of your Mega Buster to throw him on the scrap heap for good. Add his weapon to your arsenal and get ready for action as you face the next robotic rebel!

POWER UP!

As you blast Protoman's cybernetic creations to smithereens, you will gain their special weapon and add it to your arsenal. You can view the various weapons you have collected by pressing the **START** button. When the weapon box appears, you can see each all of the weapons, energy tanks, mega tanks and extra lives you have collected so far. Press the control pad in any direction to select the weapon you wish to activate and then press the **A** button. When you return to action, Mega Man will be armed with that weapon.

ROBOT REINFORCEMENTS

Mega Man isn't the only one who is worried about Dr. Light! Rush and Flip-Top are scouring the city for any clue to the location of their lost leader. But, if Mega Man is in needs of a little help, Rush is ready to leap to his side. Using his special powers, Rush can transform into a two unique configurations to help Mega Man get by treacherous traps.

Rush's Configurations Are:

(RC) **Rush Coil:** Rush turns into a springboard to send Mega Man flying over obstacles.

(RJ) **Rush Jet:** Rush turns into a jet sled for super-sonic travel.

NOTE: Rush can only transform into the Rush Coil at the beginning of the game. Mega Man must find the Rush Jet adaptor before Rush can become the Rush Jet.

To summon Rush, press the **START** button. When the weapon box appears, press the control pad in any direction to highlight the machine you wish to use. Then press the **A** button to activate the machine.

CONTROL FOR THE BATTLE

When you return to battle, press the **B** button to call Rush and he will materialize next to you. Just jump on him and away you go!

Flip-Top, Dr. Light's cybernetic suitcase, will appear from time to time and give Mega Man a power-up item. Once he has dropped off his package, he will automatically transport himself back to Dr. Light's lab.

JUST BEAT IT!

Prior to Dr. Light's kidnapping, he and Dr. Cossack had been working on a brand new attack robot named BEAT. Hidden throughout the city are the parts to activate this powerful new ally. If Mega Man can collect the letters to spell out **M E G A M A N V**, Mega Man can call and activate BEAT.

SPECIAL ITEMS

Energy Pellets: These pellets increase Mega Man's energy level.

Weapon Capsules: These capsules increase the energy level of Mega Man's current special weapon.

Energy Tanks: These tanks of energy refill Mega Man's supply. Mega Man can store these tanks until needed.

Mega Tank: These tanks of mega-energy refill Mega Man's energy level. They also refill all of Mega Man's weapon energy levels.

1-Up: A 1-Up gives Mega Man one more life.

USING YOUR PASSWORD

As you reduce Protoman's robot masters into scrap metal, Mega Man may be rewarded with a secret password. Using a piece of paper and a pencil, copy the color and locations of the dots in the password grid. When you finish, place your password in a safe place.

The next time you play **Mega Man 5**, you can continue from where you received your password. Here's how:

1. On the title screen, move the arrow next to *PASSWORD* and press the **A** button.
2. When the empty password grid appears, move the brackets to select the color of the first dot and press the **A** button.
3. Move the brackets to the location of the first dot and press the **A** button to place the dot. (To erase the dot, press the **A** button again.)
4. To select a different color dot, press the **B** button to exit the password grid and reselect a dot.
5. Once you have finished placing each of the dots in your password, move the brackets to **END** and press the **A** button. If the password is correct, the game will return you to where you received the password.

MEGA HINTS

1. Each robot master is vulnerable to a certain type of weapon. If a robot master seems hard to defeat using the normal cannon, you may need to acquire a special weapon to defeat him.
2. If your special weapon runs out of energy, pick up a weapon capsule while the special weapon is active and it will recharge the weapon.
3. There are power-up items hidden behind some walls. Blast the walls with your Mega Buster to find these secret passages.
4. Ride the Super Arrow to help Mega Man scale high walls.
5. Charge up the Mega Buster as you run, so it is ready when you need it..

ROBOT MASTERS

CHARGE MAN

NAPALM MAN

GYRO MAN

STONE MAN

CRYSTAL MAN

WAVE MAN

STAR MAN

GRAVITY MAN

NOTES

FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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